PCA practical tips TIP 1 -> Make sure the variables are on the same scale and if not scale Suppose let take dataset,

Aphitude test

English

9 8 10 7 ...

Math

9 8 10 7 ... → Math score is spread from 0 to 100 and English score from 0 to 10. If we applied PCA, PC1 = 0.99 (Moths) + 0.1 (English)

This suggest that maths is 10 times better than English for capturing variation in applitude test. But this is only because the math score are on a scale 10 times larger than scale of English scores. > so solution is scaling, divide the Moth score by 10 so that it will be on same scale. So now after scaling PC1 = 0.77 (Math) +0.77 (English) This suggests that English & Maths are equally good at Capturing valiation in appritude. -so in short, we need to make sure the scales for each variable (in this case maths and english) are roughly equivalent, otherwise we will be biased toward one of them. - Standard practise is to divide each variable by its standard deviation. Thus

if a variable has wide range, it will have a large standard demander and dividing by it will seale the value a lot. If a variable has a narrow range it will have a small standard deviation and scaling will be minimal. Practical tip 2 > How many principal component should we expect? so if we have 2 variables, means we can plot 2 variable plot /20 plot.

- so at max we can have 2 perpendicular line. in 2D graph. We cannot have third perpendicular line (which will be perpendicular to both 2 perpendicularly) - 3 perpendicular line is possible when we have 3D or above D graph. So for alleast 3D we need minimum of 3 vallables. - 50 for 2 variables we can have moximum of 2 pc/s. - suppose if we have 2 variables which are 100% correlated, so after we do PCA, PCI will have 100% variation which proves that we need only one variable instead of two variable which explains 100% variation. - In summary, technically there is a PC for each variable in the dataset. Howeveriff there are fewer samples than variables, then number of sample should be number of pes.